**INDEPENDENT PROJECT OUTLINE**

POST ON FEB 14TH

**NAME:** Nicole Oldham

**CONTENT AREA:** Art

**TOPIC:** Expanding Arts Education in a Digital Age

**JOURNAL ARTICLE BIBLIOGRPAHICAL INFORMATION**

Title: Expanding Arts Education in a Digital Age

Personal Author: Choi, Haeryun; Piro, Joseph M.

Journal Name: Arts Education Policy Review

Source: Arts Education Policy Review v. 110 no. 3 (Spring 2009) p. 27-34

Publication Year: 2009

**BRIEF EXPLANATION OF IDEA PRESENTED IN THE JOURNAL ARTICLE**

* Art education can be expanded with the growing educational trend towards globalization and technology
* To ensure art retains its lasting place in the curriculum it needs to have a modernization that comes with the use of technology
* Art can be re-directed to keep pace with technological changes
* Art education becomes de-prioritized with the traditional model of assessment because of its inability to measure artistic competence.
* To measure success in a more comprehensive way, it is possible to use stronger methods of art assessment that are performance based to fulfill the needs of students of multiple intelligences.

**PROPOSED ACTIVITY TO BE DEVELOPED THAT COINCIDES WITH JOURNAL ARTICLE CONTENT**

The idea to be developed that coincides with journal article content is a developed web quest based on the idea of the First Penguin Project. What is the first penguin? It is the idea of the “first penguin” who jumps in to test the waters and isn’t always successful at escaping without incident. The first penguin is the idea that you can learn from the first person who does something and sometimes makes a mistakes.

The activity will be for students to understand what can be learned from not entirely successful ideas. This concept translates to art because art is a process based activity where you learn from much trial and error. This concept is critical to a developing artist. Students will take a not so successful idea from history, critique what went wrong, and how it can be fixed. Student will then relate this concept to a time where they have had an idea in their own life that didn’t quite work out and what they learned from it. Students will develop an idea on what they could have changed or perfected that might have increased the success of their outcome.

Using a piece of artwork that student select, they will then evaluate its content as to how they perceive its success or failure. If they deem it to be a success, they will need to outline the idea or style of the piece as well as previous artist who may have helped that artist to perfect their style. If student interpret the piece as being a “first penguin” piece, they will identify where the piece wasn’t successful as well as an artist that they feel may have better perfected the style that the artist was aiming to create.

How does this relate to the journal article? Because art is creatively based and impossible to teach when it comes to the specifics of how a masterpiece is created. It is crucial for the art teacher to focus on the creative process to fuel the individual students’ artistic talents.

By having students study the creative thinking and trial and error process in logical terms through internet research and the utilization of classroom computers, it is a very tangible way that student’s comprehension can be measured.

Through utilizing computers, it also keeps in the current practice of making technology a priority in the classroom. The idea of thinking about the way we think is a high level thinking strategy. When combined with art and technology, this activity teaches students to rely on themselves to make relevant connections between different areas of the curriculum and understand the process through we artists create.